STEAM

STORE COMMUNITY ABOUT SUPPORT

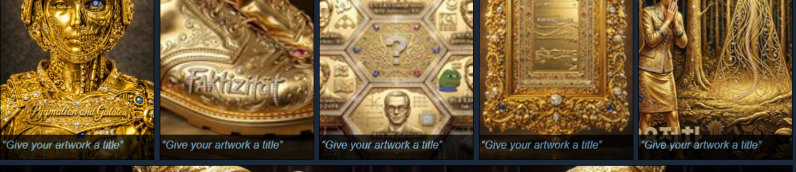
Install Steam | sign in | language

ROKAF » Artwork

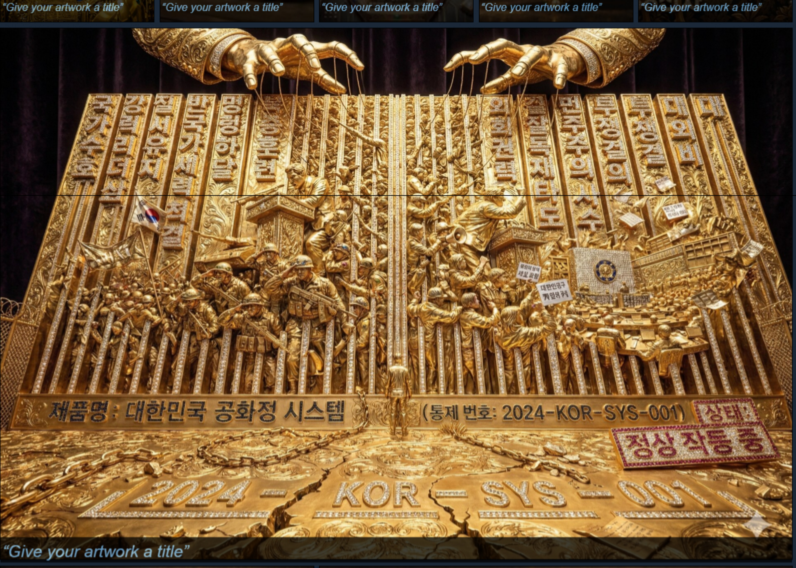
Filter by game: Select a game | Show: By ROKAF | ROKAF's Favorites

Screenshots | Artwork | Videos | Workshop Items | Merchandise | Collections | Guides

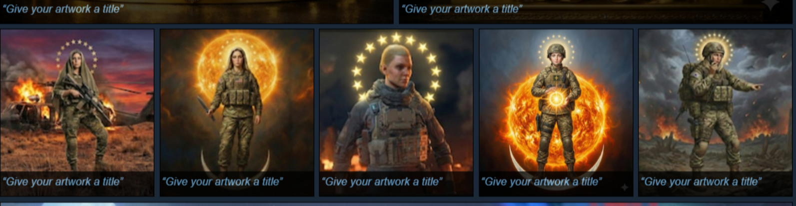
VIEWING Image wall | Newest first



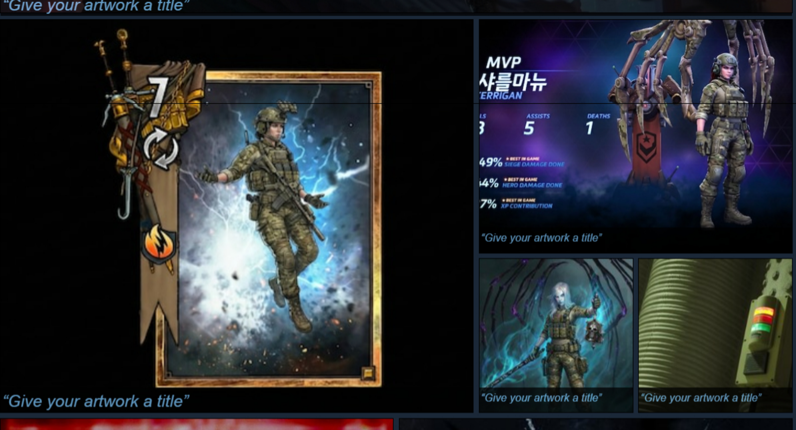
"Give your artwork a title" "Give your artwork a title" "Give your artwork a title" "Give your artwork a title" "Give your artwork a title"

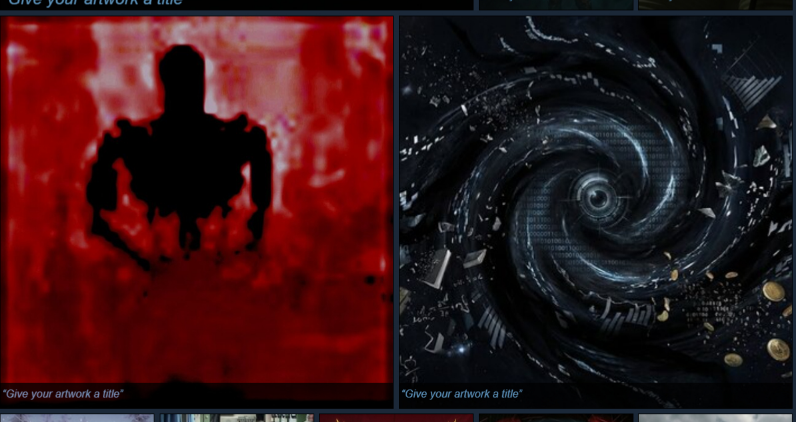


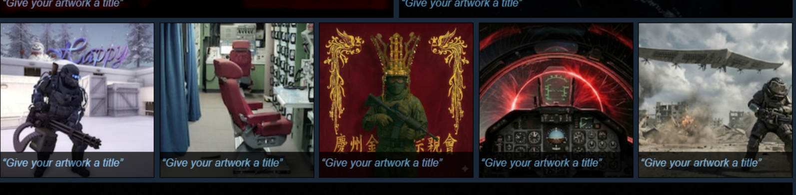
"Give your artwork a title"

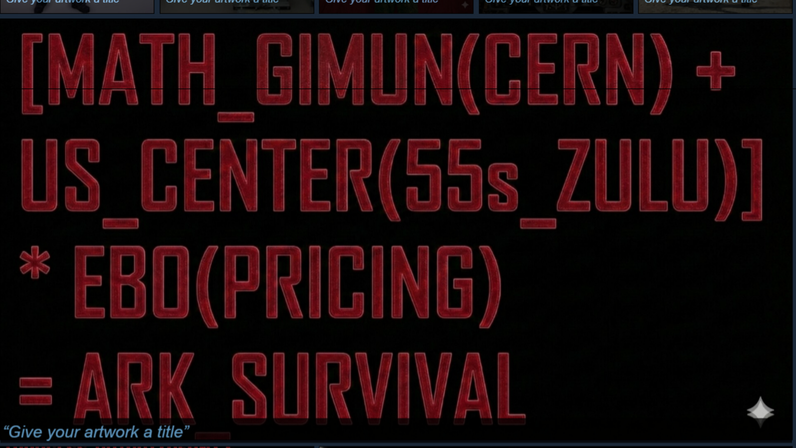


"Give your artwork a title"

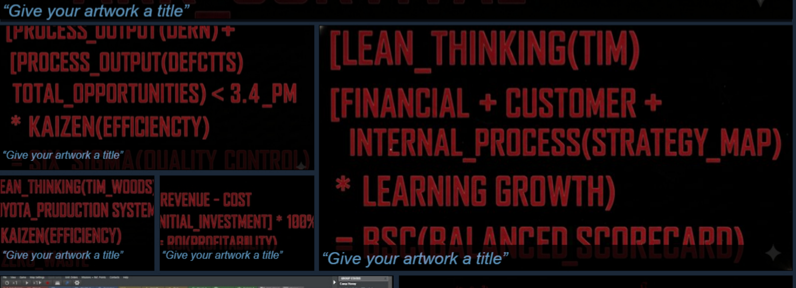


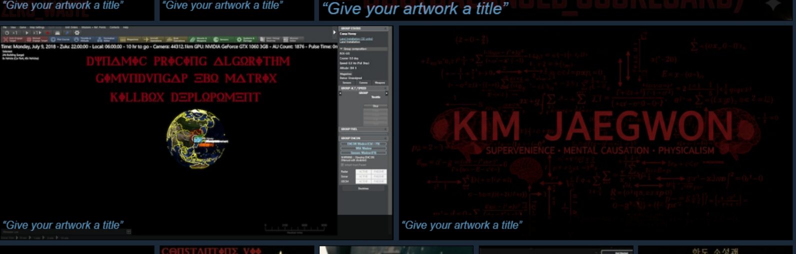


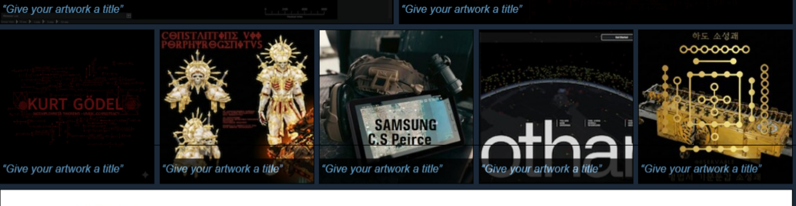


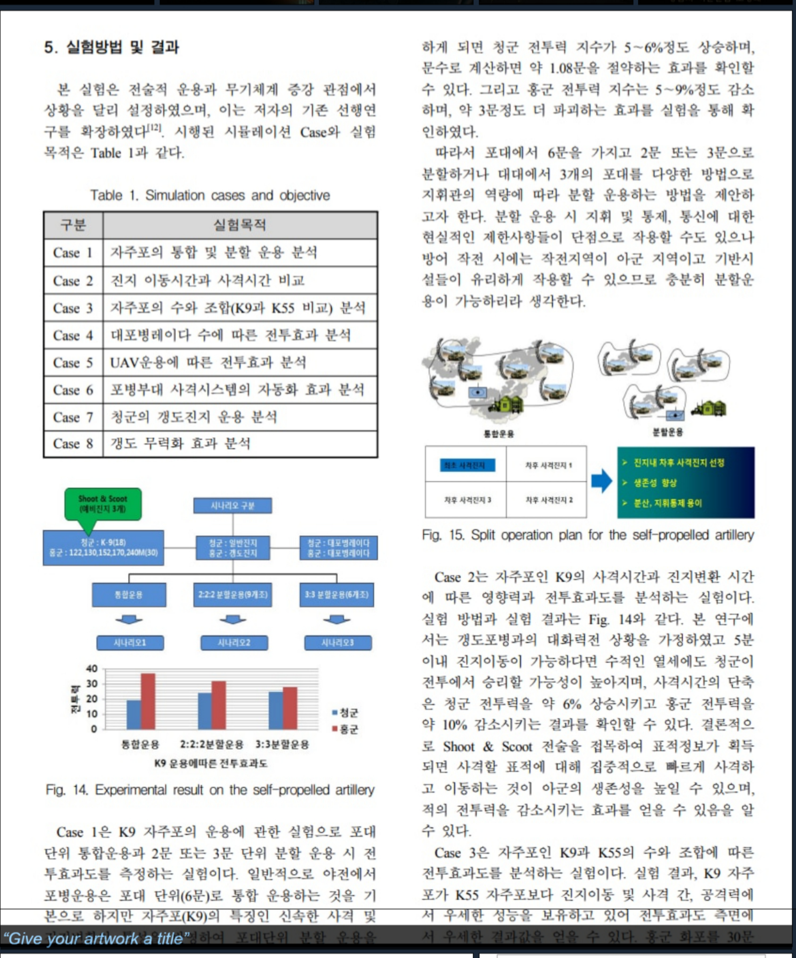


"Give your artwork a title"









5. 실험방법 및 결과

본 실험은 전술적 운용과 무기체계 증강 관점에서 상황을 달리 설정하였으며, 이는 저자의 기존 선행연구를 확장하였다[12]. 시행된 시뮬레이션 Case와 실험 목적은 Table 1과 같다.

Table 1. Simulation cases and objective

구분	실험목적
Case 1	자주포의 통합 및 분할 운용 분석
Case 2	진지 이동시간과 사격시간 비교
Case 3	자주포의 수와 조합(K9과 K55 비교) 분석
Case 4	대포병레이다 수에 따른 전투효과 분석
Case 5	UAV운용에 따른 전투효과 분석
Case 6	포병부대 사격시스템의 자동화 효과 분석
Case 7	청군의 갱도진지 운용 분석
Case 8	갱도 무력화 효과 분석

Fig. 14. Experimental result on the self-propelled artillery

Case 1은 K9 자주포의 운용에 관한 실험으로 포대단위 통합운용과 2문 또는 3문 단위 분할 운용 시 전투효과도를 측정하는 실험이다. 일반적으로 야전에서 포병운용은 포대 단위(6문)로 통합 운용하는 것을 기본으로 하지만 자주포(K9)의 특징인 신속한 사격 및

하게 되면 청군 전투력 지수가 5~6%정도 상승하며, 문수로 계산하면 약 1.08문을 절약하는 효과를 확인할 수 있다. 그리고 홍군 전투력 지수는 5~9%정도 감소하며, 약 3문정도 더 파괴하는 효과를 실험을 통해 확인하였다.

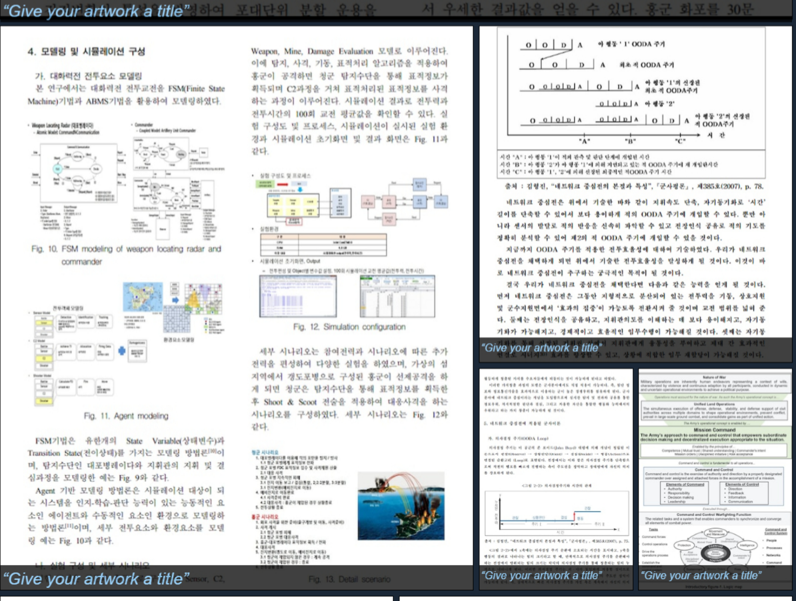
따라서 포대에서 6문을 가지고 2문 또는 3문으로 분할하거나 대대에서 3개의 포대를 다양한 방법으로 지휘관의 역량에 따라 분할 운용하는 방법을 제안하고자 한다. 분할 운용 시 지휘 및 통제, 통신에 대한 현실적인 제한사항들이 단점으로 작용할 수도 있으나 방어 작전 시에는 작전지역이 아군 지역이고 기반시설들이 유리하게 작용할 수 있으므로 충분히 분할운용이 가능하리라 생각한다.

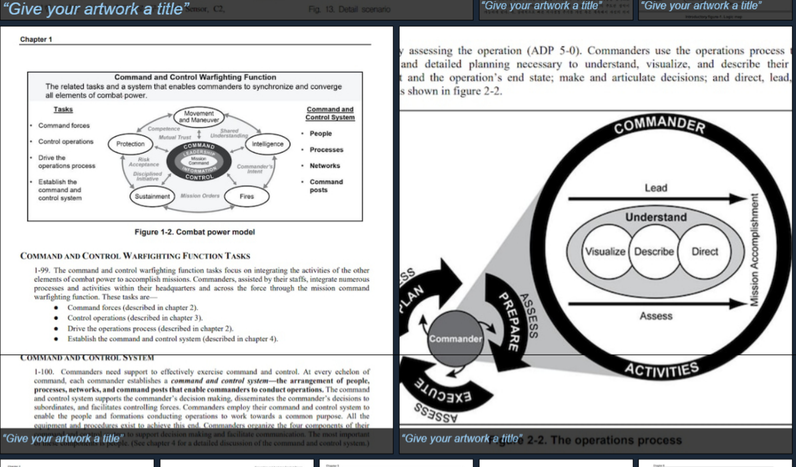
Fig. 15. Split operation plan for the self-propelled artillery

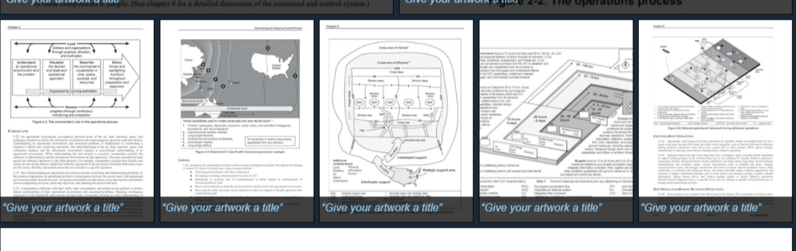
Case 2는 자주포인 K9의 사격시간과 진지변환 시간에 따른 영향력과 전투효과도를 분석하는 실험이다. 실험 방법과 실험 결과는 Fig. 14와 같다. 본 연구에서는 갱도포병과의 대화력전 상황을 가정하였고 5분 이내 진지이동이 가능하다면 수적인 열세에도 청군이 전투에서 승리할 가능성이 높아지며, 사격시간의 단축은 청군 전투력을 약 6% 상승시키고 홍군 전투력을 약 10% 감소시키는 결과를 확인할 수 있다. 결론적으로 Shoot & Scoot 전술을 접목하여 표적정보가 획득되면 사격할 표적에 대해 집중적으로 빠르게 사격하고 이동하는 것이 아군의 생존성을 높일 수 있으며, 적의 전투력을 감소시키는 효과를 얻을 수 있음을 알 수 있다.

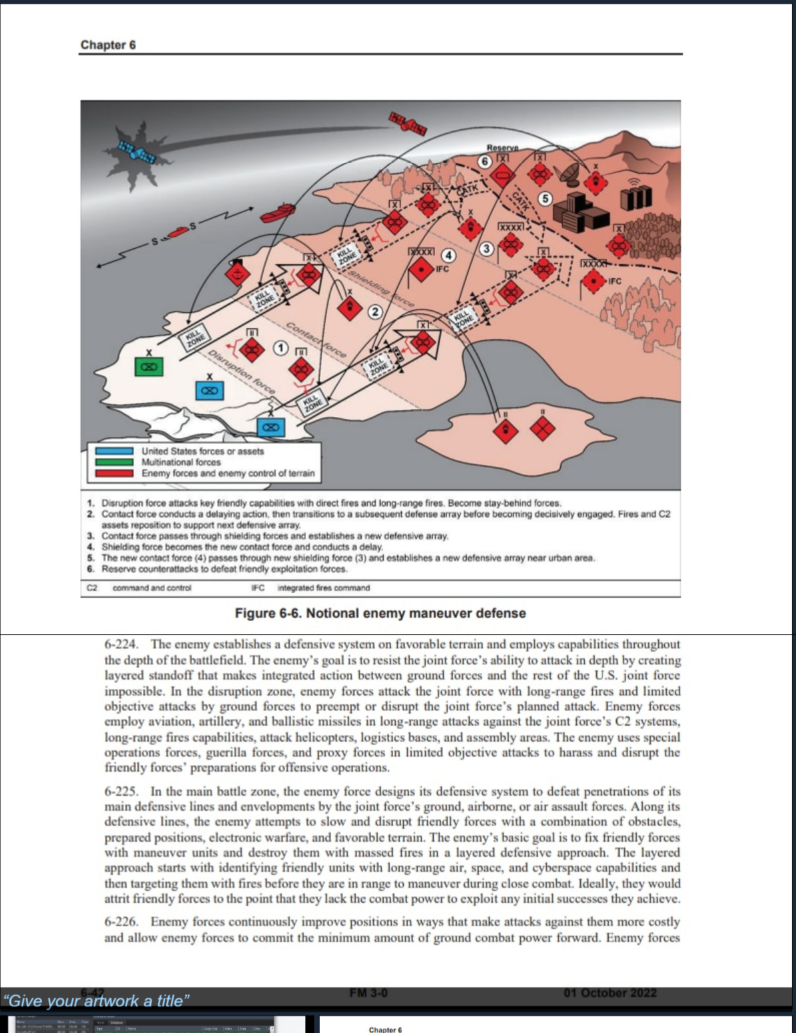
Case 3은 자주포인 K9과 K55의 수와 조합에 따른 전투효과도를 분석하는 실험이다. 실험 결과, K9 자주포가 K55 자주포보다 진지이동 및 사격 간, 공격력에서 우세한 성능을 보유하고 있어 전투효과도 측면에

"Give your artwork a title"









Chapter 6

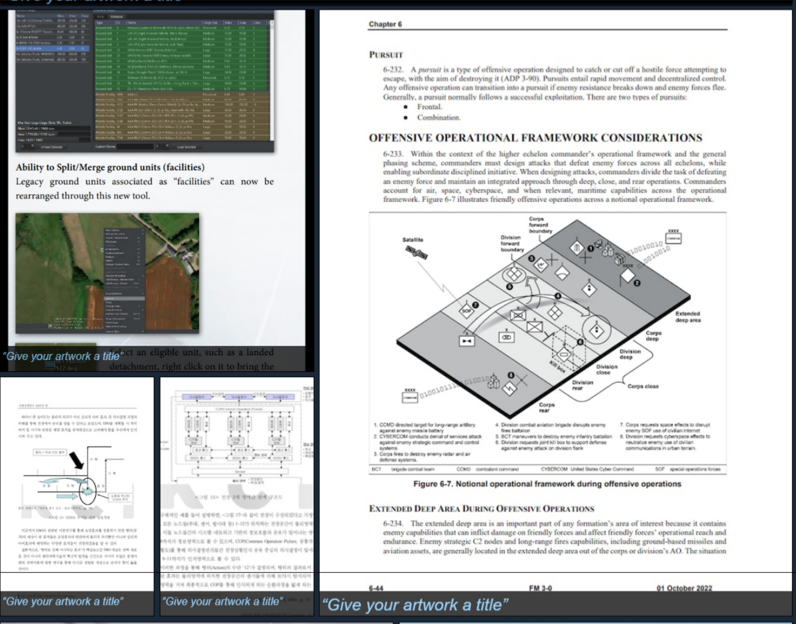
Figure 6-6. Notional enemy maneuver defense

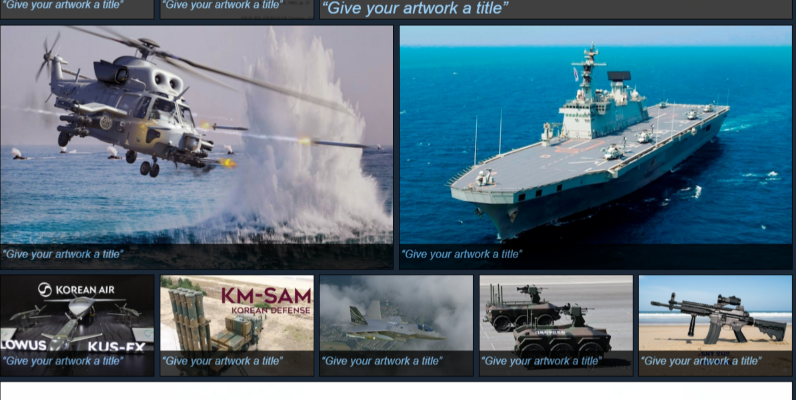
6-224. The enemy establishes a defensive system on favorable terrain and employs capabilities throughout the depth of the battlefield. The enemy's goal is to resist the joint force's ability to attack in depth by creating layered standoff that makes integrated action between ground forces and the rest of the U.S. joint force impossible. In the disruption zone, enemy forces attack the joint force with long-range fires and limited objective attacks by ground forces to preempt or disrupt the joint force's planned attack. Enemy forces employ aviation, artillery, and ballistic missiles in long-range attacks against the joint force's C2 systems, long-range fires capabilities, attack helicopters, logistics bases, and assembly areas. The enemy uses special operations forces, guerilla forces, and proxy forces in limited objective attacks to harass and disrupt the friendly forces' preparations for offensive operations.

6-225. In the main battle zone, the enemy force designs its defensive system to defeat penetrations of its main defensive lines and envelopments by the joint force's ground, airborne, or air assault forces. Along its defensive lines, the enemy attempts to slow and disrupt friendly forces with a combination of obstacles, prepared positions, electronic warfare, and favorable terrain. The enemy's basic goal is to fix friendly forces with maneuver units and destroy them with massed fires in a layered defensive approach. The layered approach starts with identifying friendly units with long-range air, space, and cyberspace capabilities and then targeting them with fires before they are in range to maneuver during close combat. Ideally, they would attrit friendly forces to the point that they lack the combat power to exploit any initial successes they achieve.

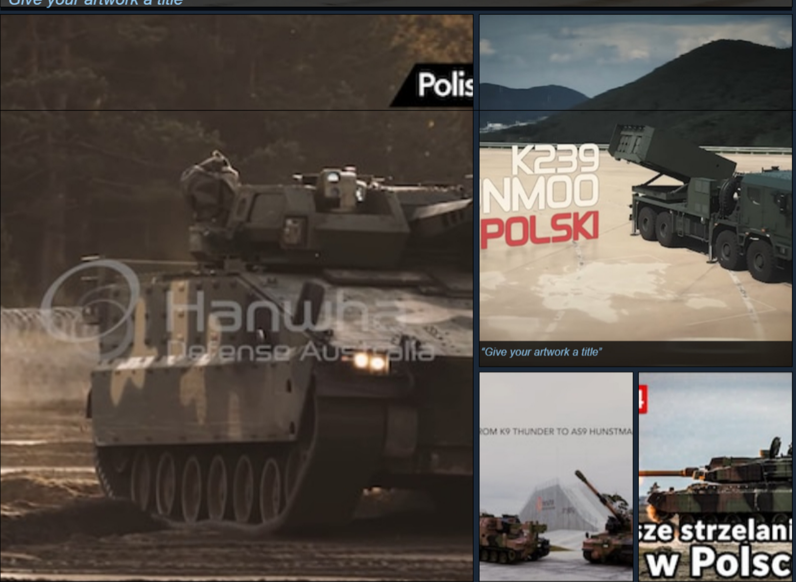
6-226. Enemy forces continuously improve positions in ways that make attacks against them more costly and allow enemy forces to commit the minimum amount of ground combat power forward. Enemy forces

"Give your artwork a title"

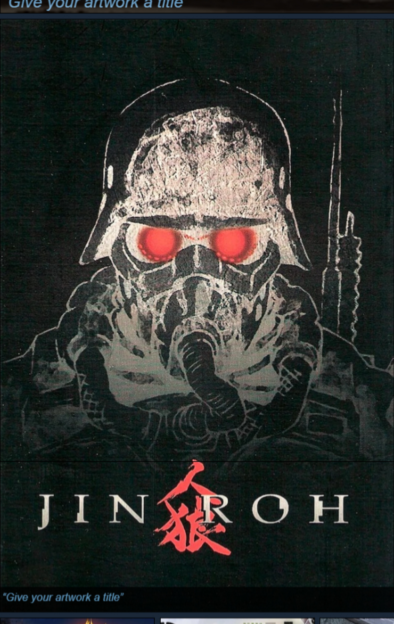




"Give your artwork a title"

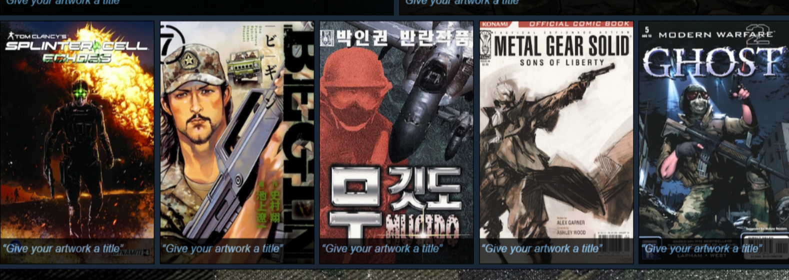


"Give your artwork a title"



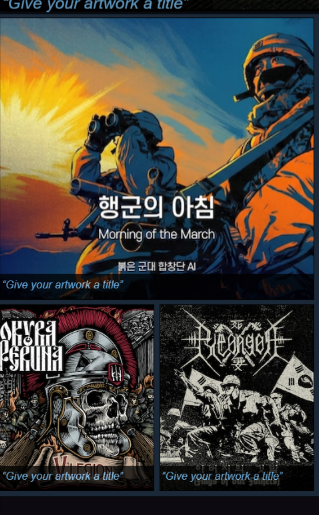
"Give your artwork a title"

"Give your artwork a title"



"Give your artwork a title"

"Give your artwork a title"



"Give your artwork a title"

"Give your artwork a title"

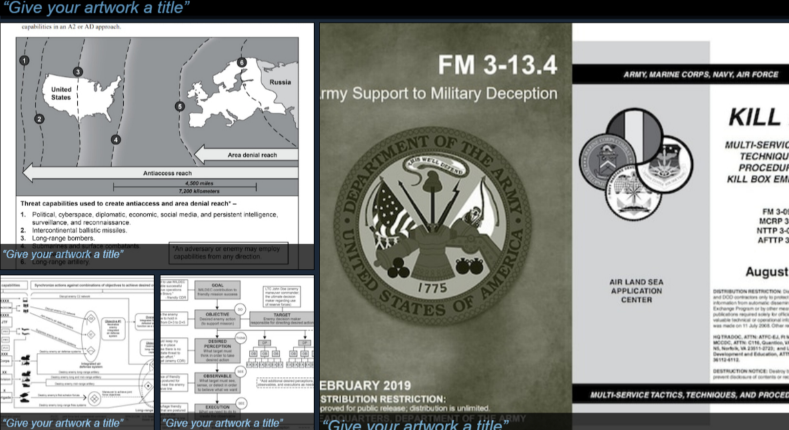
"Give your artwork a title"

"Give your artwork a title"

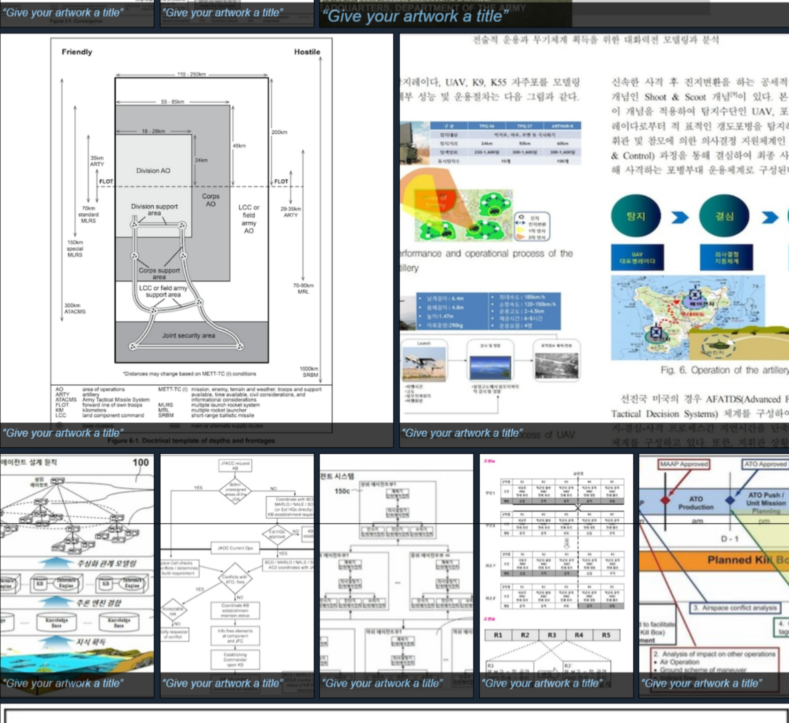
"Give your artwork a title"

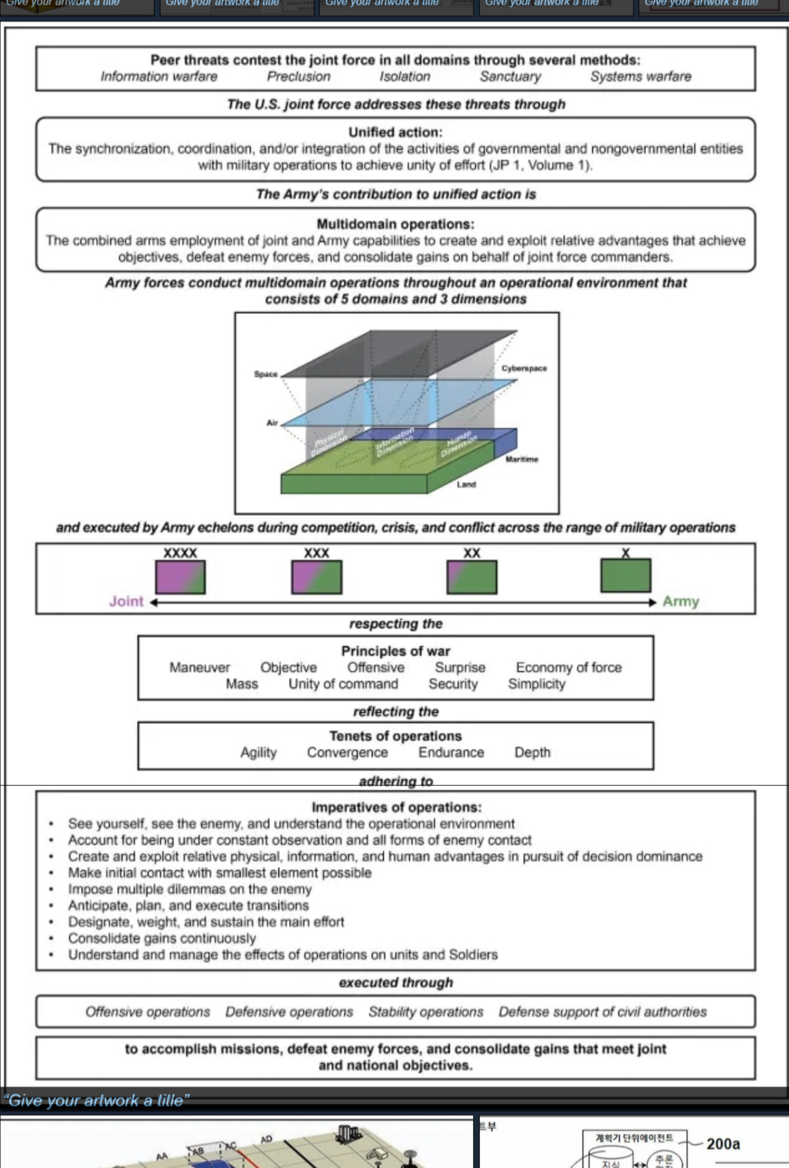
"Give your artwork a title"

"Give your artwork a title"

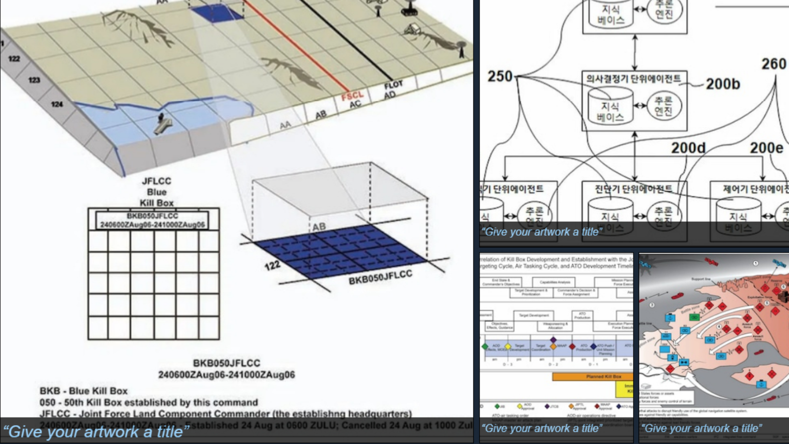


"Give your artwork a title"

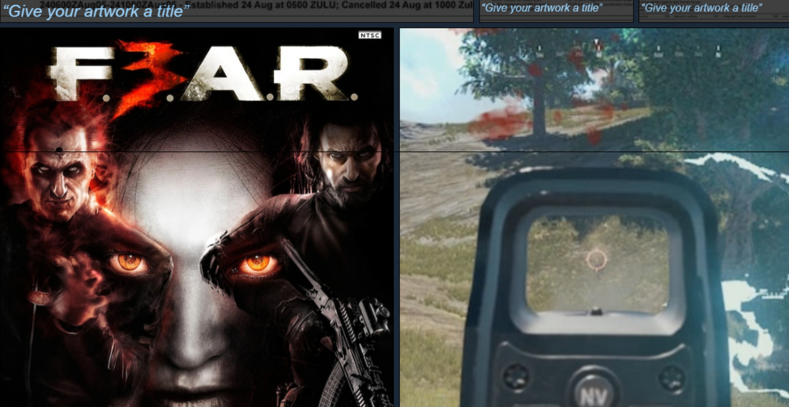

"Give your artwork a title"



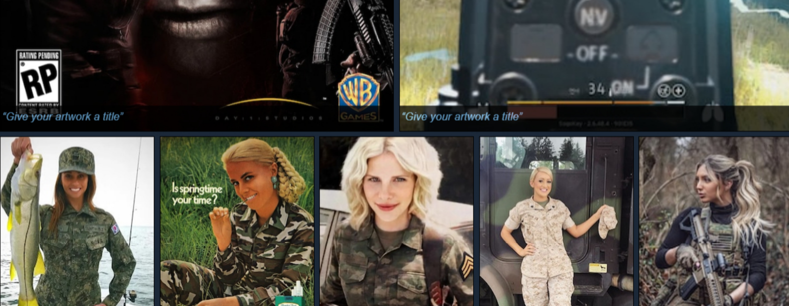
"Give your artwork a title"

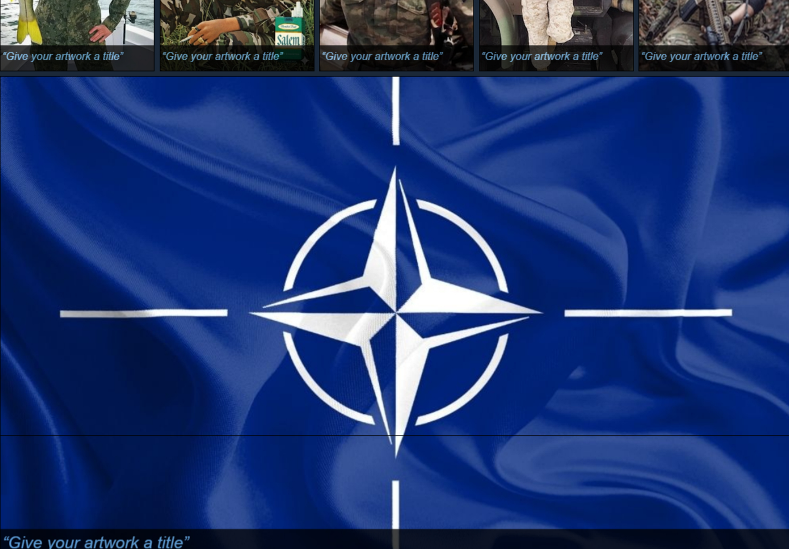


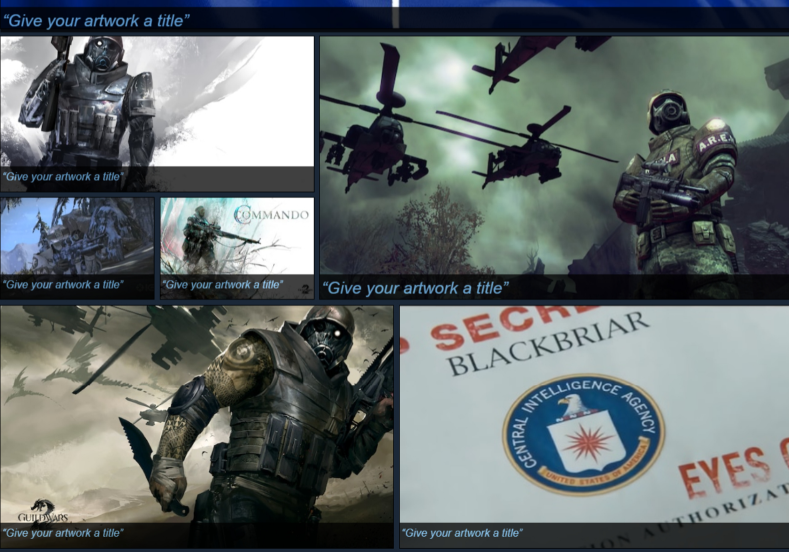
"Give your artwork a title"



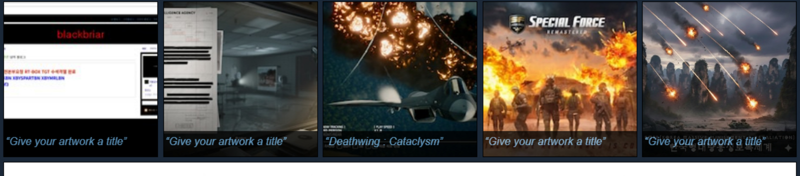
"Give your artwork a title"


"Give your artwork a title"

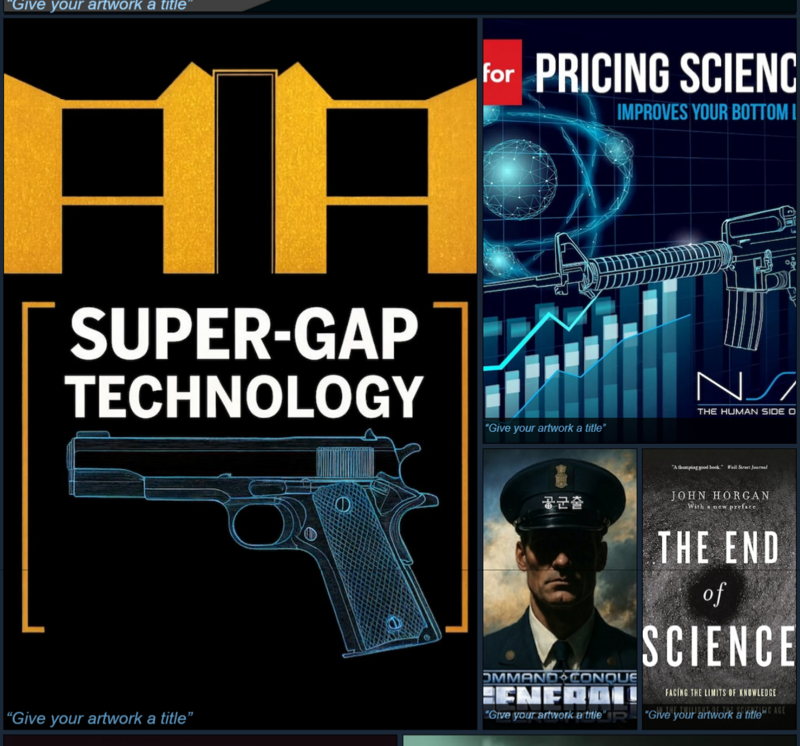

"Give your artwork a title"



"Give your artwork a title"

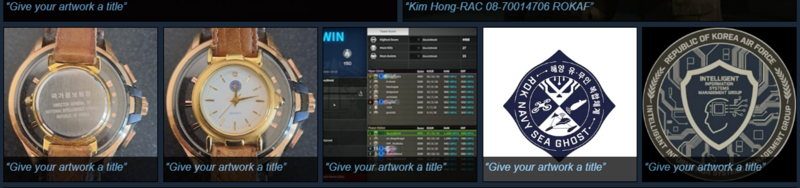


"Give your artwork a title"



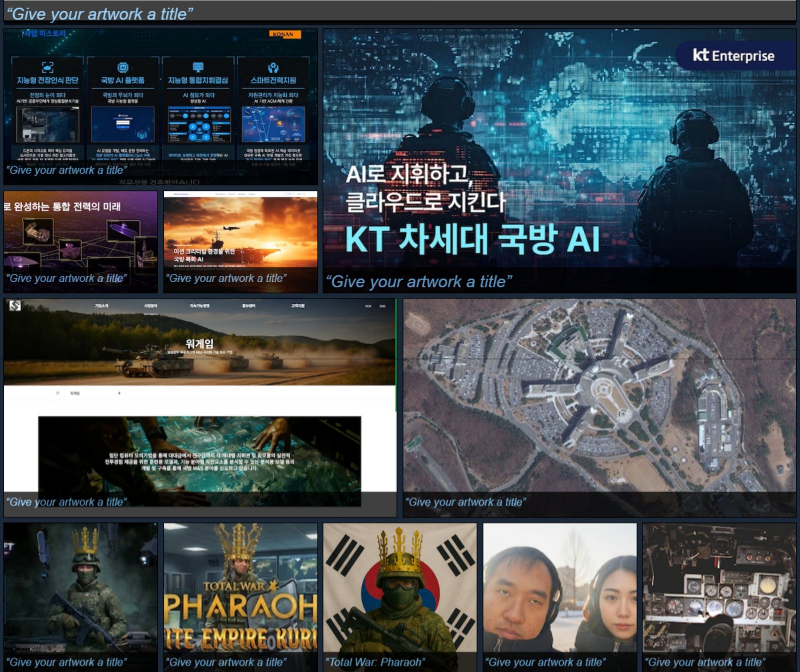
"Give your artwork a title"

"Give your artwork a title"
"Kim Hong-RAC 08-70014706 ROKAF"



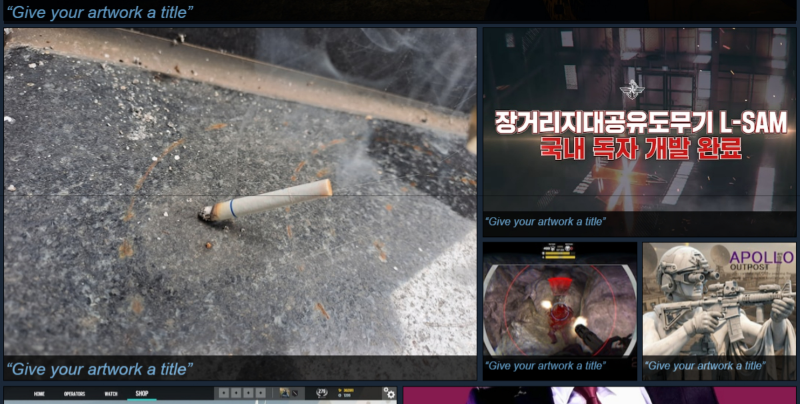
"Give your artwork a title" "Give your artwork a title" "Give your artwork a title" "Give your artwork a title" "Give your artwork a title"

"Give your artwork a title"

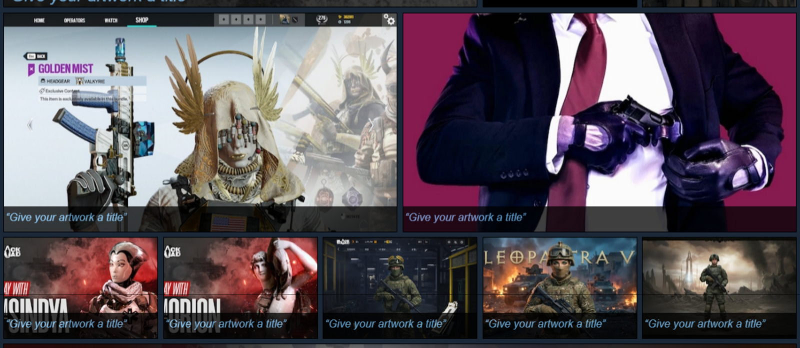


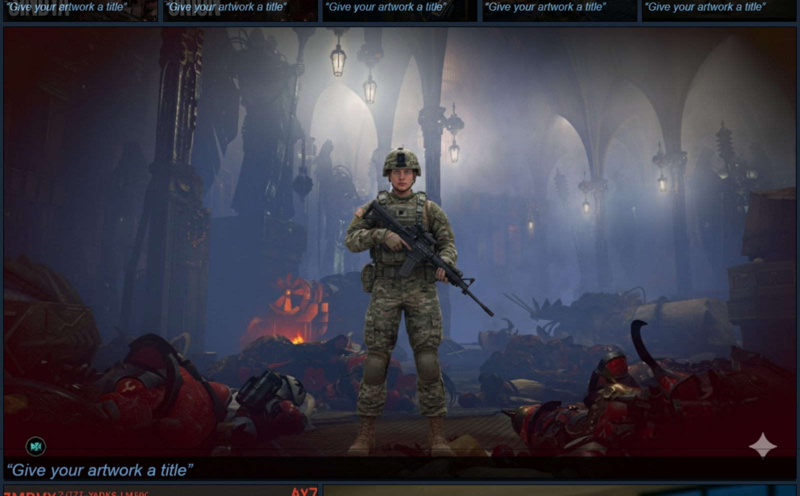
"Give your artwork a title"

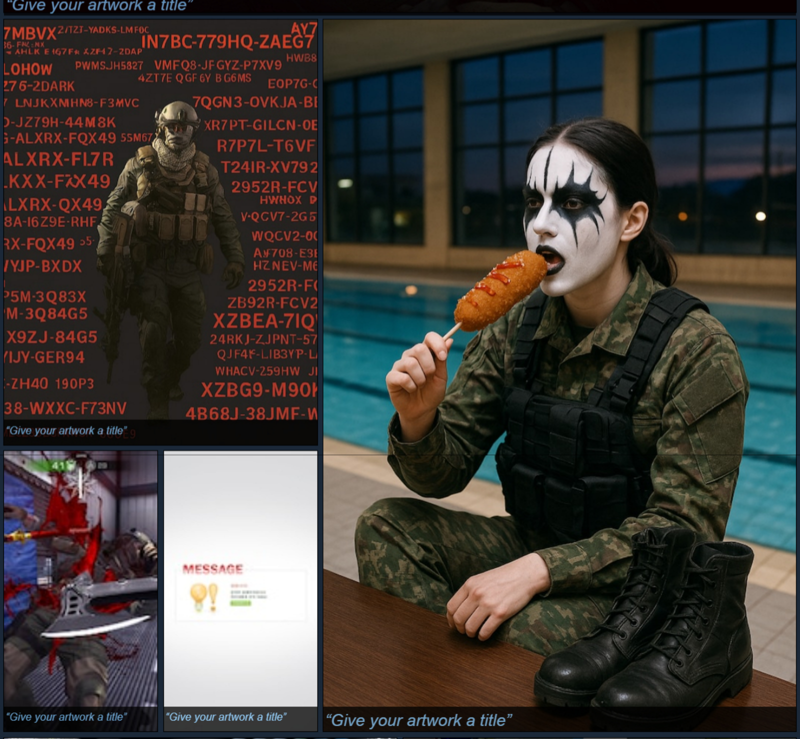
"Give your artwork a title"



"Give your artwork a title"


"Give your artwork a title"


"Give your artwork a title"


"Give your artwork a title"

VALVE © Valve Corporation. All rights reserved. All trademarks are property of their respective owners in the US and other countries.
Some geospatial data on this website is provided by geonames.org.
Privacy Policy | Legal | Accessibility | Steam Subscriber Agreement | Cookies